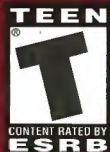


# BRUCE LEE

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S7149515



# the LORD OF the RINGS™

## + THE FELLOWSHIP OF THE RING +



OFFICIAL GAME  
 BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN





## SAFETY INFORMATION

### ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen
- using a smaller television screen
- playing in a well-lit room, and not playing when you are drowsy or fatigued

If you or any of your relatives has a history of seizures or epilepsy, consult a doctor before playing.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

### OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

Documentation for the Xbox video game system contains important safety and health information that you should read and understand before using this software.

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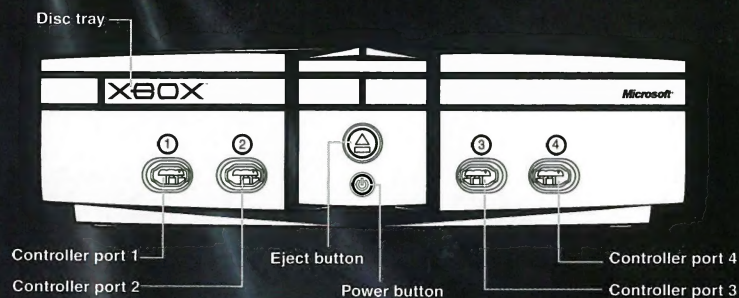
*The Fellowship of the Ring* interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, together with *The Lord of the Rings*, *The Fellowship of the Ring*, and the characters, events, items, and places therein are trademarks or registered trademarks of The Saul Zaentz Company dba Tolkien Enterprises under license to Vivendi Universal Games, Inc. Black Label Games and the Black Label Games Logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries.

*The Fellowship of the Ring* supports Dolby 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox Advanced AV Pack or an Xbox High Definition AV Pack, both sold separately.

*The Fellowship of the Ring* supports progressive display format (480p), which requires a compatible television and an Xbox High Definition AV Pack, sold separately.



## USING THE XBOX VIDEO GAME SYSTEM



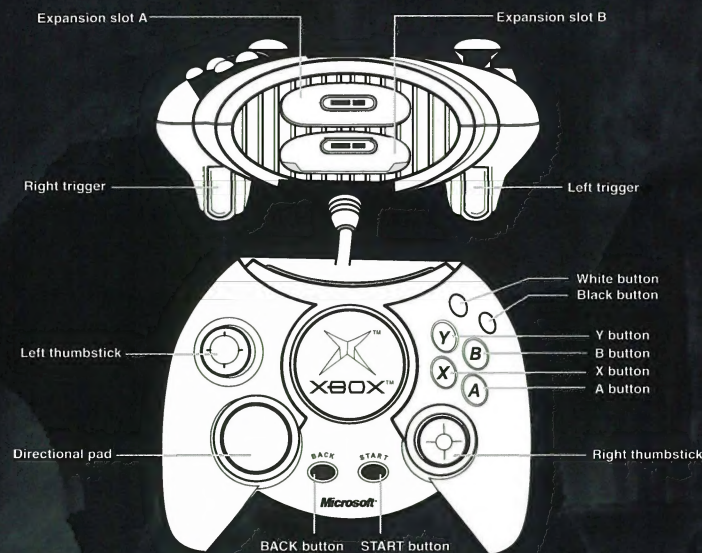
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place *The Fellowship of the Ring*® disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Fellowship of the Ring*®.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods of time when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox memory unit) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Fellowship of the Ring*®.



# GAME CONTROLS

The game is designed for use by one player. This section describes basic controller operations.

## BASIC CONTROLS

Control	Function
Left Thumbstick	Move character in direction of controller (relative to camera) Move slightly to sneak (Frodo) Move moderately to walk Move furthest to run
A Button	Attack
B Button	Block
Y Button	Jump
X Button	Interact (Conversation, Examine, Action)
Directional Pad	Move left to activate Weapon slot Move right to activate Item slot Move up or down to change selected weapon or inventory item
WHITE Button	Cycle through available weapons/ammo or weapons/spells
BLACK Button	Use selected inventory item
Right Trigger Button	Cycle through available inventory items
Combat Controls	Function
Left Trigger Button	Melee weapon active: press and release to lock target and activate combat camera; press and release a second time to disengage combat lock Ranged weapon or spell active: press and release to cycle through available targets
Left Thumbstick	While in combat camera: Move forward to move toward selected target Move backward to back away from selected target Move left or right to circle target (strafe)
Directional Pad	Move left or right to activate Weapon or Item slot Move up or down to change selected Weapon or Inventory Item

## CAMERA CONTROLS

Control	Description
Right Thumbstick	Rotate camera up, down, left, right (third-person camera) Look up, down, left, right (first-person camera)
Right Thumbstick Button	Toggle between third-person and first-person camera
Left Thumbstick Button	Reset camera (over the shoulder in the direction the character is facing)

## MENU CONTROLS

Control	Function
START Button	Pause game and enter pause menu Within menus, return to previous screen
Back Button	Pause game and enter quest log Within menus, return to previous screen
Directional Pad	Move up or down to select menu items <b>In Game Menus:</b> Move left or right to change options in game options menu <b>Fellowship Menu:</b> Move left or right to cycle to the next Fellowship member <b>In Inventory Menu:</b> Move left or right to select weapon or inventory list Move up or down to scroll through selected list
A Button	Select/confirm
B Button	Return to previous screen

## SOFT RESET

You can perform a soft reset and return to the title screen by holding down the **START** and **BACK** buttons for three seconds.

## CONTROLLER VIBRATION

At times throughout the game, the controller vibration activates. You can disable the Controller Vibration at the Options Menu.



## MAIN MENU



From the Main Menu you can start a new game, continue playing a saved game, adjust game options, or view the game credits.

From the Options Menu, you can adjust game settings, such as turning the controller vibration off, calibrating your monitor video display, and adjusting the volume for music and sound.

## STORY

"ONE RING TO RULE THEM ALL, ONE RING TO FIND THEM,  
ONE RING TO BRING THEM ALL, AND IN THE DARKNESS BIND THEM."

In ancient days, the Elves created the magical Rings of Power. They gave these rings to the rulers of the Elves, Dwarves, and Men, that they might heal the hurts of the world. But the Dark Lord Sauron forged the One Ring to enslave the other rings.

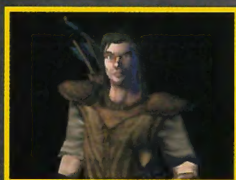
In a great battle, the Free Peoples of Middle-earth overthrew Lord Sauron, and he lost his Ring. But now the Lord of the Rings has returned to his Dark Tower in Mordor. And he needs only one thing to cover all the lands in a second darkness. He needs the One Ring.

## PLAYER CHARACTERS

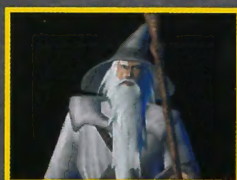
The adventure of *The Fellowship of the Ring* is played from the perspective of three alternating members of the Fellowship. The journey begins in the Shire with Frodo Baggins. Along the way, the player's character alternates between Frodo, Aragorn and Gandalf. When the character switches, an illustration of the next player character is displayed. To continue play, press the **A** button.



FRODO



ARAGORN



GANDALF

## VIEW CONTROLS

The default camera is an over-the-shoulder camera placed behind the player character. At times, the camera automatically provides the best view of the situation.

### Moving the Camera

The **right thumbstick** controls the position of the default camera. Moving the **right thumbstick** left or right rotates the camera around the character; moving it forward or backward rotates the camera up or down.

Press the **left thumbstick button** to reset the camera to its original position.

### The First-Person Camera

Sometimes it is easier to get a good look at your surroundings using the first-person camera. To activate the first-person camera, press the **right thumbstick button**. While in the first-person camera mode, the character is not able to move, but the **left thumbstick** pans the view up, down, left, or right. Pressing the **right thumbstick button** a second time exits the first-person camera.

## THE STATUS BAR

The Status Bar is displayed in the upper left-hand corner of the screen. It is made up of the health bar, the secondary status bar, the sneak indicator, and the weapon and inventory slots.



### HEALTH BAR

The lower bar indicates your character's current health. When the bar is full, your character is at full health. As the character loses health, the bar depletes. When the bar is completely empty the character dies, and play starts over from the beginning of the most recent level.

### SECONDARY BAR

The upper bar has a different function for each of the three player characters.

#### Frodo – Purity Meter

The black and white bar indicates how much Frodo has been corrupted by the One Ring. When the red indicator is at the white end of the bar, Frodo remains untainted by the One Ring. If it reaches the black end of the bar, Frodo is completely corrupt and will perish.



### Aragorn – Temporary Health Bar

The upper bar for Aragorn is active only when he must protect Frodo. At this time, the green bar represents Frodo's remaining health.

### Gandalf – Spirit Bar

The blue upper bar indicates the amount of spirit available to Gandalf. Spirit is required to use a spell, with each spell requiring a different amount. See the Magic section (p. 16) for more information on spirit.

## STEALTH ICON

When Frodo is the player's character, the small circle at the center of the status bar indicates his success at sneaking. When an enemy is near and Frodo is successfully sneaking, the stealth indicator is green. When the icon is yellow, a nearby enemy is alerted, but is not yet aware of Frodo's presence. When the icon is red, an enemy has detected Frodo.

## WEAPON AND INVENTORY DISPLAY

The two icons below the health bar indicate your currently selected weapon or spell (the left icon) and inventory item (the right icon).

### Using Items from the Inventory

To use the selected inventory item, press the **Black button**.

To select a new inventory item, move the **directional pad** to the right to highlight the inventory slot. Move the **directional pad** up or down to cycle through available items.

### Using Weapons

Press the **A button** to attack with the selected weapon or cast the selected spell (Gandalf only).

To select a new weapon or spell, move the **directional pad** to the left to highlight the weapon slot. Move the **directional pad** up or down to cycle through available items. You can also cycle through available weapons by pressing the **white button**.

## MOVEMENT

To move your character on the screen, move the **left thumbstick** in the direction you want the character to move. If you push the thumbstick partially in any direction, your character will walk. If you push it further, the character will run.

### Sneaking

Frodo is nimble and adept at moving stealthily. When faced with enemies, he can use stealth to avoid detection. To sneak past an enemy, move the **left thumbstick** slightly in any direction. For other characters, a slight movement of the thumbstick will result in a normal walk.

### Climbing Ladders

To climb a ladder, simply approach it and push the **left thumbstick** up or down.

### Jumping

To make your character jump, press the **Y button**. The distance jumped depends on the character's speed when he starts the jump. For longer jumps, take a running start.

### Falling from Edges

If Frodo walks or runs over the edge of the terrain or an object that is taller than he is, he will fall and hang from the edge. Frodo may fall to his death if you press your luck! Pressing the **Y button** while he is hanging from an edge will cause Frodo to fall.

Gandalf and Aragorn are unable to catch and hang from edges if you continue to press the **left thumbstick** in the direction of the edge. Many falls can land you in danger, and some will be fatal.



### Shimmy

Frodo is able to shimmy along some edges. To do so, press the **left thumbstick** left or right while Frodo is hanging from the edge. To climb back up, press the **left thumbstick** forward.



# exploring the world

## collectible items

Your character will find many helpful items during his journey: items that heal, replenish Gandalf's spirit, solve puzzles, or complete quests. Collectible items sparkle so you can identify them. Some items spawn when objects are broken or foes are defeated.

### Picking Up Items

To pick up an item, simply walk over it, and it will automatically be added to your weapon or inventory list. (You can then use the **directional pad** to select that item.) If you pick up more than one item of a certain type, it will appear in the item slot of the status bar with a number in the lower left-hand corner indicating the number of uses available. Some items have unlimited uses and do not have a number next to them.

When an item is depleted, it is removed from the item slot.

To find out more about items in your inventory, go to the Inventory Menu. (see page 8.)

### Quest Items

Some items that you find in the world will be needed to solve quests. When you pick up such an item, the quest log updates. A message on the screen will inform you when a quest's status changes.

### Ammunition

Ammunition for Frodo and Aragorn is found throughout the world. When ammunition is picked up, it appears in the weapon slot with a number indicating the number of shots available. When a type of ammunition is depleted, it is removed from the weapon slot.

## BREAKABLE OBJECTS

Some objects, such as crates, pottery and barrels, may be broken by striking them with a weapon. Some breakable objects contain useful items.

## THE ACTION BUTTON

The **X button** is a context-sensitive action button. When you encounter an interactive object, press the **X button** to trigger an appropriate action by your character. Examples of interactive objects are friendly characters, doors, switches, and objects that may be pushed, pulled, lifted, or carried.

If you can interact with an object or a character, your character will turn his head toward the object and perform an interest animation while standing near it.

## Conversations

To converse with a friendly character, approach him and press the **X button**. Dialog sequences are presented in a cinematic fashion. A letterbox display indicates that player control is disabled. To advance the dialog one line, press the **A button**. To skip a conversation entirely, press the **B button**.



### Lift/Carry an Object

If you want Frodo to lift a nearby object, press the **X button**. To set the item down, press the **X button** again.

### Pushing and Pulling

Frodo and Gandalf are able to push and pull large objects such as crates and boulders. To grab an object, press and hold the **X button**. Then move the **left thumbstick** forward to push the object, or move it backward to pull the object.



### Doors, Switches, and Levers

There are a variety of doors throughout the game. To open a door, press the **X button**. Some doors are activated by a switch. To pull a switch, stand near it and press the **X button**.

### Locked Doors

At times a locked door may require a key. When it does, a text message will tell you so. Found in the world or recovered from enemies, keys are used like any other item.

### Chests and Furniture

Some types of furniture and chests can be opened. Sometimes they will contain valuable items.





Some chests will be locked and will require the use of lock picks. Once you find the lock picks, Frodo will always have them in his inventory. Use the **directional pad** to select the lock picks in your inventory, and then press the **Black button** to pick the lock.

## Campsites

Campsites provide an opportunity to restore health and spirit. Conversation with Fellowship members at a campsite may also provide useful information. To speak with a Fellowship member, approach him and press the **X button**. To leave a campsite, move your character away from it.



# COMBAT BASICS

## TARGETING

When an enemy is targeted, a target indicator appears around the base of the opponent. If your character is carrying a ranged weapon, enemies are automatically targeted when they are in range.

### The Target Indicator

The target indicator appears on the ground around a targeted opponent. This circle is colored to indicate the current health of your opponent. Green represents excellent health, yellow moderate health, orange poor health, and red critical health.



### Combat Lock

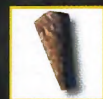
To target an enemy with a melee weapon, press the **left trigger** to engage the combat lock.

When the combat lock is engaged, you can strafe left or right by moving the **left thumbstick** left or right. Moving the **left thumbstick** forward or backward causes your character to approach the enemy or to back away from him.

## melee weapons

Each character uses a different set of melee weapons. Frodo and Aragorn upgrade weapons at select points in the story. When a melee weapon is being used, it is displayed in the weapon slot.

### Frodo



#### Walking Stick

A stout, finely carved wooden stick, perfect for walks in the countryside



#### Westernesse Dagger

A keen short blade, crafted by the Men of Westernesse in ancient times



#### Sting

Forged by the smiths of Gondolin in the First Age, Sting glows blue when in the presence of Orcs

### Aragorn



#### Long Sword

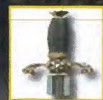
A sturdy blade common throughout Middle-earth



#### Andúril

Originally called Narsil, this blade was shattered during battle against Sauron; reforged by Elven smiths, it was renamed Andúril—Flame of the West

### Gandalf



#### Glamdring

Known as Foe Hammer, the sharp Elven long sword glows with pale light when enemies are near



## MELEE ATTACKS

When you are equipped with a melee weapon, press the **A button** to attack. Press the **A button** repeatedly to perform a chain of attacks. Attack damage is based on the weapon used.



### Charged Attacks

To prepare a charged attack, press and hold down the **A button**. While the attack is charging, the air around the weapon will sparkle. When the weapon is fully charged, a white glow will flash around it. Release the **A button** to launch the attack.

Charged attacks do increased damage to an enemy. But be warned: your character is vulnerable while waiting for the attack to charge. If an enemy successfully attacks you, the attack resets, and you will have to press and hold the **A button** again to begin a new charged attack.

### Blocking

Press and hold down the **B button** to block. While blocking, your character moves as he does when the combat camera is engaged. Enemy damage is reduced or negated by successful blocks. You must face an enemy attack to block it successfully.



## RANGED WEAPONS

Frodo has a number of projectiles that he can throw. Rocks are his starting ammunition. As he travels, Frodo can replenish his supply of rocks and find other types of ammunition as well.

Aragorn uses his bow in ranged combat. He fires various types of arrows found throughout Middle-earth.

Gandalf does not use a weapon for ranged combat. Instead, he switches to his arsenal of offensive and defensive spells.

### Selecting Ammunition

To change ammunition for Frodo or Aragorn or spells for Gandalf, press up or down on the **directional pad** while the weapon slot is active. A number appears to the left of the ammunition indicating the number of shots remaining.

## Aiming and Firing

To fire a ranged attack, select the desired type of ammunition in the weapon slot and press the **A button**.

When equipped with a ranged weapon, your character will attack the targeted enemy (if one is available) when a shot is fired.



Sometimes it is easier to aim using the first-person camera. Press the **right thumbstick** to enter first-person mode, and a targeting crosshair will appear. Remember that you will be unable to move the character while in first-person mode. Move the **left thumbstick** in first-person mode to position the targeting crosshair.

The damage caused by a ranged attack depends on the type of ammunition or spell you use.

## AMMUNITION

### Frodo



**Rocks**  
Smooth round stones, perfect for throwing.



**Apples**  
Tasty fruit, which can lure some enemies away from the battle.



**Dwarven Shot**  
Hard steel shot made by Durin's folk.



**Firecracker**  
Useful for a fiery bang.

### Aragorn



**Wooden Arrow**  
Common hunting arrows found throughout Middle-earth.



**Steel Arrow**  
Arrows of war, tipped with sharp metal blades.



**Fire Arrow**  
Specially crafted arrows that burn as they fly.



## MAGIC

Instead of a ranged weapon, Gandalf uses a formidable array of offensive and defensive spells.

### USING SPELLS

Use the **directional pad** to scroll through the spells in the weapon slot. When the desired spell is displayed, press the **A button** to cast it.



### SPIRIT

The use of magic requires a great deal of physical and mental energy. With each use, Gandalf tires himself and reduces his ability to cast further spells.



Each spell drains a specific amount of spirit. When Gandalf's spirit meter is low, he may be unable to cast some spells. Using Miruvor restores some of Gandalf's spirit. Gandalf also recovers spirit at campsites.

### offensive spells



#### Fiery Blast

When Gandalf casts a fireball, a fiery projectile is hurled from his hand toward a single target.



#### Chain Lightning

Chain lightning blasts multiple enemies at once. You must have an enemy targeted to use chain lightning. Bolts of lightning streak from Gandalf's staff, striking all enemies within a limited area. The lightning jumps from target to target, inflicting the same amount of damage on each.



#### Beam of Light

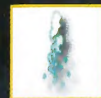
The beam of light is the most potent of Gandalf's attack spells. When this spell is cast, a beam of brilliant white energy bursts from the wizard's hands toward a single target. Even the most powerful minions of Sauron feel the force of this spell.



#### Staff Strike

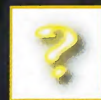
When Gandalf is hemmed in by enemies, the staff strike is especially valuable. A wave of force extends outward in an expanding ring, damaging all enemies (and breakable items) within range, knocking them off balance, and disrupting attacks and spell casting.

## defensive spells



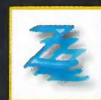
#### Heal

The wizard has the power to preserve his mortal shell. This spell restores some or all of Gandalf's lost health points.



#### Confusion

Gandalf's piercing gaze and commanding voice strike fear into the hearts of evildoers. With a brief incantation, the power of Gandalf's will strikes all enemies in a limited area, causing them to turn and attack their own forces.



#### Sleep

With a word of command, Gandalf can put weaker opponents to sleep. For a few moments, enemies within range of this spell will be unable to move or defend themselves. A sleeping enemy will awaken immediately when attacked.

## AVOIDING DETECTION

Sometimes it is wiser to avoid detection by enemies than to charge headlong into battle.

### Stealth

Frodo uses stealth to avoid being seen or heard by an enemy. To sneak, move the **left thumbstick** slightly. The faster Frodo moves, the more noise he makes and the easier it is for an enemy to detect him.

When Frodo is wearing the One Ring, he is able to move across an enemy's line of sight without being detected.

### Staff Light

When Gandalf ventures in particularly dark areas, his wizardly light proves useful in revealing the environment and enemies that lie in wait. Be warned that when the staff is lit, enemies are better able to see Gandalf. The staff light can be toggled on and off from the item slot.



# THE ONE RING

When Frodo uses the ring, he enters a surreal shadow world. Here, the power of Sauron and his minions is strong, for they feel the pull of the ring's power. When Frodo is wearing the ring, he has enhanced perception and is hidden from the eyes of mortal opponents, yet he steadily draws the attention of Sauron's unsleeping eye.



While wearing the ring, secrets may be revealed to Frodo. Throughout his journey, Frodo is tempted to put the ring on his finger. From time to time, the ring appears in the item slot and spins as he nears secret areas or items. If Frodo wears the ring in these places, he will be able to enter areas that would otherwise be closed to him.

The ring will also warn Frodo of the presence of the Nazgûl, Sauron's most powerful servants. When one of these creatures is near Frodo, the ring will spin in the item slot.

The power of the ring is immense, but the cost of using it is high. Each use of the ring brings Frodo closer to corruption, dissipation, and ultimately, domination.

## USING THE RING

As Frodo, you may tempt fate and use the One Ring. To do so, select it in the item slot using the **directional pad** and press the **Black button**. To take off the ring, press the **Black button** again.

### Purity

The purity meter on the Status bar tracks the effect of the ring on Frodo. This shows how strongly his spirit remains untainted by the ring's dark pull.

Each time the ring is worn, Frodo is corrupted by it. Merely placing the ring on his finger reduces Frodo's purity, and after a short time, it begins to corrupt Frodo steadily. Certain actions, such as attacking or stealing from friendly creatures, may also endanger Frodo.

At full corruption, Frodo falls completely under the influence of the ring, and the game ends as Sauron's minions capture the ringbearer.

Purity can be regained only in limited quantities. Some items in the game will restore a bit of Frodo's purity, and some regions will help to reduce the effects of the ring. Frodo can also undertake helpful quests for his friends in order to regain purity.

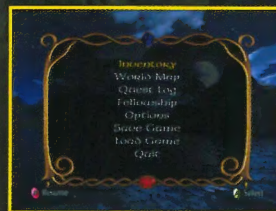
# MENUS

Cycle through a menu using the **left thumbstick** or the **directional pad**. To make a selection, press the **START button** or the **A button**.

To exit a menu screen (to the previous level) or cancel a selection, press the **BACK button** or the **B button**.

## MAIN MENU

When the game begins, you will be able to start a new game, continue a saved game, view the credits, or change game options.

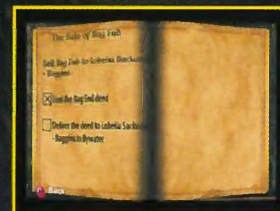


## PAUSE MENU

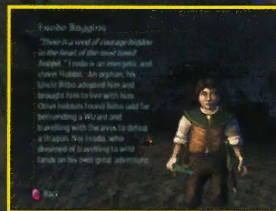
Press the **START button** to pause the game. From the Pause Menu, you may select the following options:

### Quest Log

The Quest Log displays information about quests undertaken. Move the **directional pad** left or right to turn the pages of the log. Move the **directional pad** up or down to scroll through quests added to the quest log.



You can enter the Quest Log directly from the game by pressing the **BACK button**.



### Fellowship Menu

View the Fellowship Menu for more information about the members of the Fellowship in your party. As characters join the group, they are added to the menu. The right page displays biographical data, while the left page displays a picture of the Fellowship member.

To view other members of the Fellowship, move the **directional pad** left or right.



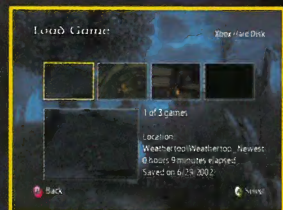


## World Map

A map of Middle-earth is displayed on the World Map screen. Regional information is displayed for areas the Fellowship visits in Middle-earth. Descriptions update as you visit each region, so be sure to check back as you progress through the game. Use the **left thumbstick** or the **directional pad** to move the compass and view descriptions of different regions.

## Save Game

Your game will automatically save between regions of Middle-earth. You can also save your game by pressing the **START** button and selecting **Save Game** from the Pause Menu. When you enter the Save Menu, a small image will appear of your current position in the game. The menu will default to save the game in an empty slot. To overwrite an existing save game, move the **directional pad** to the right or left to select the image from an existing save. The game will confirm your decision if you attempt to overwrite an existing save.



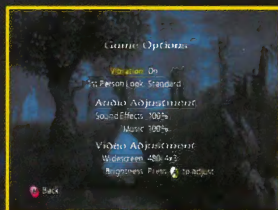
## Load Game

To load a saved game, choose **Load Game** from the Pause Menu or choose Continue Saved Game from the Main Menu. A list of saved games will appear, along with images and brief descriptions of the location where the game was saved. Use the **directional pad** to select a saved game and press the **A** button. If you change your mind before loading a game, press the **B** button (or the **BACK** button) to exit.

Remember that loading a saved game will erase any progress that you have made in the current game without saving.

## Game Options

From this menu, you can adjust settings for your game. Select the appropriate option with the **directional pad** and press the **A** button to turn controller vibration on or off, set controls for the first-person camera, adjust the volume of sound effects and music, or change your video mode.



## Quit

If you want to quit the game, select this option to return to the Start Menu. Remember that you will lose any progress you have made since your last saved game if you decide to quit.

# CREDITS

## Developed by wxp

**Technical Director**  
Timothy Thibault

**Lead Programmer**  
Paul Raymond

**Software Engineers**  
Greg Chudecke  
Andrew Luedke  
J. Scott Peter  
Nick Shaffner

**Audio Programmer**  
Michael Brawley

**Programming Consultant**  
Craig Link

**Technical Art Lead**  
Patrick Moynihan

**Creative Director**  
Lyndon Sumner

**Lead Terrain Artist**  
Sky Kensok

**Terrain Artists**  
John Baffler  
Chris Cvetkovich

**Lead Animator**  
Jeff Connolly

**Character Artists**  
Mark Cvetkovich  
Mike McMillen

**Texture Artist**  
John Hunter

**Illustration**  
Max Chapman  
Eric Montoya

**Design Lead**  
Javier Garavito

**Designers**  
Brian Fountaine  
Paul Reed  
Darren Schoen

**Script Writers**  
Paul Reed  
Daniel Greenberg

**Audio Director**  
Brad Spear

**Music and Sound Design**  
Brad Spear

**Audio Editing and Mixing**  
Rob Pearsall

**Character Song Arrangements**  
Lindsay Neshiem

**Producer**  
Tracey Montoya

**Associate Producer**  
Denise Buckley

**Quality Assurance**  
Matthew Gibbs  
Erich Blattner

**IT/Network Engineer**  
Cory Pedersen

**Cinematic Consultant**  
Annabella Serra

**Additional Programming**  
Darren Schoen

**Full Motion Cinematics**  
Blur Studio Inc.

**Co-CG Supervisors**  
David Stinnett  
Tim Wallace

**Producer**  
Al Shier

**CG Artists**  
Neil Blevins  
Irfan Celik  
Tom Dillon  
Bryan Hillestad  
Paul Hormis  
Jon Jordan  
Kirby Miller  
Marlon Nowe  
Derron Ross  
Paul Taylor

**Concept Design**  
Ed Lee  
Feng Zhu

**Mocap Director**  
John Bunt

**System Administrator**  
Duane Powell

**Hardware Support**  
Daemion Nicolaou

**Voice Direction**  
Jeff Pobst

**Voice Editing & Post Production**  
Brad Spear  
Rob Pearsall

**Voice Recording Engineer**  
Michael Klinger

**Voice Casting Agents**  
Huck Liggett  
Martha Mayakis

**Cast of Characters**  
**Frodo:** Steve Staley

**Gandalf:** Tom Kane

**Aragorn: (Strider)** Darren Norris  
**Sam:** Cliff Broadway

**Pippin:** James Taylor

**Merry:** Quinton Flynn

**Gimli:** James Horan

**Legolas:** Michael Reisz

**Boromir:** James Horan

**Galadriel:** Jennifer Hale

**Elrond:** Jim Piddock

**Tom Bombadil:** Darren Norris

**Goldberry:** Kath Soucie

**Bilbo:** Jim Piddock

**Lobelia:** Jennifer Hale

**Gollum:** Quinton Flynn

**Celeborn:** Steve Staley

**Additional voices:**  
Quinton Flynn, Jennifer Hale, James Horan, Tom Kane, Darren Norris, Scott Menville, Jim Piddock, Michael Reisz, Kath Soucie, Steve Staley, James Taylor

**Special Thanks**  
Joseph Laurino  
John Smith  
George Moynihan  
Jan and Minde Connelly  
Huntington Sachs  
James Thrush  
Mark Long  
John Wade



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Produced by  
**BLACK LABEL  
GAMES**

## Production

**Producer**  
Jeff Everett

### Associate Producers

Rob Irving  
Chris Taylor

### Production Coordinators

Jeff Nachbaur  
Daniel Firestone

### Senior Producer

Steven Parsons

### VP Production, Internal Development

Vijay Lakshman

### President

Jim Wilson

## Technology

### VP Technology, External Development

Neal Robison

### Additional Technology Support

Dylan Bromley  
Gary Lake

## Marketing

### VP, Global Marketing

Torrie Dorrell

### Director of Product Marketing

Jeff Nuzzi

**Product Manager**  
Andrew Shiozaki

### Promotions Team

Chandra Hill  
Virginia Fout  
Jason Subia

### Public Relations Team

Alex Skillman  
Sandra Shagat  
Erica Dart

## Finance/Operations

### Vice President, Finance

Scott M. Johnson

### Manager of Finance

Marcus Sanford

### Creative Supervisor

Michael Sequeira

### Director of Publishing

Suzan Rude

## Tolkien Enterprises

### Director of Licensing

Laurie Battle

### Administrative Assistant

Jason Berg

## Tolkien Franchise Consultants

### Creative Director

Daniel Greenberg

### Art Director

John Slowsky

### Marketing Consultant

Cliff Broadway

## Quality Assurance

### Lead Tester

Eric Konzal

### Testers

Adam Gerber  
Brendan Tobin  
Brain Lawyer  
Chris Lewis  
Edward Shaw  
James MacGlashan  
Martin Gitt  
Mike Andrion  
Rob Gray  
Ryan Ashford  
Scott Wood  
Wendell Harper

## Localization

### Project Manager

Louise Fitzpatrick

### QA Lead

Nelly Dietrich

### QA Testers

Ralph Weizner  
Alice Raynaud  
Miguel Herrero  
Yago Bolivar  
Robin Weber  
Vincent D'Orange  
Martin Riera  
Simone Bellie

### Additional Team Support

Flavie Gufflet  
David Hickey  
Barry O'Sullivan

### Cinematics

Blur Studios

### Additional Music

Jimmy Smyth, Full Moon Productions

### Booklet Design

Lauren Azeltine  
Drew Moore

### Aragorn Sword Design

Jason Rosenstock

### Special Thanks

J.R.R. Tolkien  
David Christensen  
Charles Yam  
Nicholas Longano  
Louise Fitzpatrick  
Nabil Debira  
Miriam Bishay  
Nancy Rinehart  
Julie Parsons  
Michelle Garnier Winkler  
Neal Johnson  
Michael Bannon  
Clara Gilbert  
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